



# BAZAAR

by: Sid Sackson

## Contents:

- 10 Barter Cards
- 45 Merchandise Cards
- 4 Star Cards
- 100 Jewels (20 each of 5 colors)
- 1 Color Die
- 1 Score Pad

## Preparation:

Choose any two Barter Cards and place them face up on the table. Place the four Star Cards (which have only a single star on them) face up in four spaces beside the Barter Cards. Shuffle the Merchandise Cards and deal four stacks of five cards each. Place these stacks face up on the Star Cards. The remaining twenty-five Merchandise Cards are put aside to be used later in the game.

One player is chosen to keep score. To determine the order of play, each player rolls the Color Die. For this purpose, the faces rank in the following order: Star, White, Blue, Green, Red, Yellow. The player with the highest roll plays first and play then rotates to the left. In case of a tie, players roll again.

## Play:

On the first turn, each player rolls the Color Die and takes one Jewel of the color thrown. If the Star is thrown, one Jewel of any color may be taken.

On subsequent turns a player may either throw the Color Die for a Jewel or make one trade. To make a trade, a player chooses one of the ten equations on the two Barter Cards. After announcing the chosen equation, the player *returns* Jewels matching one side of the equation, and then *takes* Jewels matching the other side of the equation. (For example, a game is being played with Barter Cards 1 and 2 exposed. As a result of a roll of the die, the player takes a red Jewel. On the second turn that player may review all equations on Barter Cards 1 and 2 and, if he wishes, trade the red Jewel for two white Jewels; or trade the red Jewel for a blue, green, yellow, and white Jewel. As the game progresses, players may choose to reduce their number of Jewels by trading two white Jewels for one red Jewel, etc.)

## Limit of Jewels:

At the end of a turn, players may not have more than ten Jewels in their possession. During a turn, players may have more than ten Jewels providing that five are used to take a Merchandise Card (see TAKING ITEMS).

If it is discovered that a player has more than ten Jewels after a turn, the number is reduced to ten by the player to his left, who chooses any of the Jewels and returns them to the treasury.

